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SHADOW THE HEDGEHOG

INSTRUCTION BOOKLET

SEGA

NINTENDO GAMECUBE

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
  If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

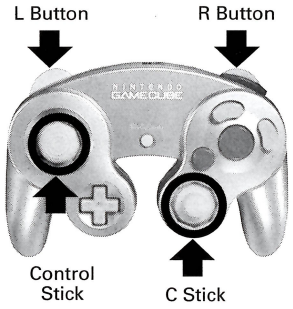
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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Official Nintendo Seal

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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

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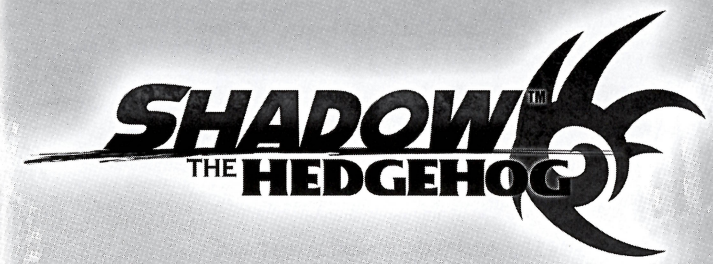
Thank you for purchasing Shadow the Hedgehog™. Please note that this software is designed for use with Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.



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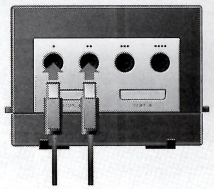
STARTING UP

HARDWARE SETUP

Shadow the Hedgehog™ is a one to two player game. Connect the Nintendo GameCube™ Controllers to Controller Sockets 1 and 2 respectively.



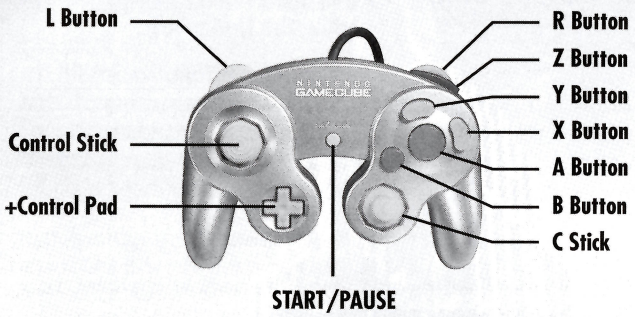
SAVE FILES

Shadow the Hedgehog™ is a Nintendo GameCube™ Memory Card compatible game (Memory Card sold separately). The first time you play, a new game data will be created on the Memory Card inserted into Memory Card Slot A. 2 blocks of memory are required to create a game file. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while data is being saved.

Please refer to the Nintendo GameCube™ instruction booklet (pages 18-20) for directions on how to format and erase Memory Card files.

WARNING: This title uses an autosave feature as the only method of saving your game file. Insertion of a Memory Card after booting up may result in data being overwritten.

CONTROLLER



✪ This game supports the Rumble Feature of the Controller. This can be activated/deactivated from the OPTIONS menu (p.10).

Buttons to Use	Menu Controls	Game Controls
Control Stick	Select Menu Items	Move Shadow
Ⓒ Stick	*Not used*	Rotate camera
+ Control Pad	Select Menu Items	◀ Dark Mission Character ▼ No Mission Character ▶ Hero Mission Character
Ⓐ Button	Enter Selection	Jump
Ⓑ Button	Cancel/Return	Attack/Shoot
Ⓧ Button	Enter Selection	Special Action
Ⓨ Button	Cancel/Return	Special Attack/Drop Weapon
Ⓡ Button	*Not used*	Strafe
START/PAUSE	Title Menu/ Enter Selection	Pause Screen

Press the START/PAUSE, Ⓑ and Ⓧ Buttons simultaneously during the game to return to the Tiltle Screen. Please be advised that, if the game is reset carelessly before saving, it may cause problem the next time you play the game.

PROLOGUE

It's that black hedgehog that shares the all too familiar silhouette of Sonic... he's **Shadow the Hedgehog**.

Some 50 years ago, this "**Ultimate Life form**" was the result of the army's secret research. With no records of what transpired, his true character is shrouded in darkness and even his own memory cannot serve as a key to unlock the mystery; there is only emptiness...

"Who am I... and why can't I remember anything?"

One day as Shadow sat trying to remember anything, he was suddenly shrouded in darkness. Out of the skies came the black creatures, calling themselves the **Black Arms**. By their sheer numbers and power, they left a path of destruction in their quest to overtake the world.

As Shadow looked on, the cities were engulfed in fire and explosions as the Black Arms tattooed their presence in red... From the ashes arose their leader, **Black Doom**...

"Shadow... As you can see, the day of reckoning will soon be here. Find the SEVEN Chaos Emeralds and bring them to me as promised."

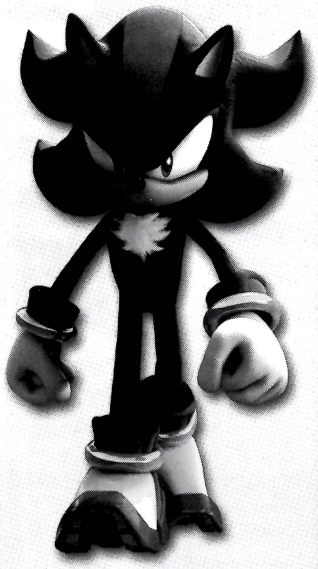
Perplexed by the dark figure who somehow knew him by name, Shadow was left wondering what clues Black Doom holds to his past and what was meant by "**the day of reckoning**." After a moment of silence, Shadow's puzzled expression quickly changed into that uncanny sneer... as he realized what he must do to recover his past.

"If he says he knows the truth about who I am... then like it or not, I have to believe him. The only way I'm going to get the secrets to my past is to get those Chaos Emeralds!"

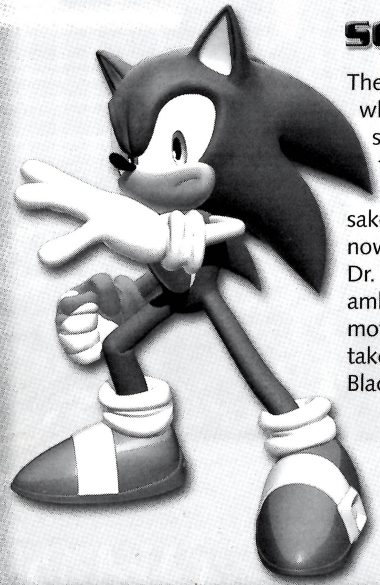
Thus, the adventure of Shadow to uncover the mysteries of his forgotten past unfolds. Once again, the chase for the **Chaos Emeralds** intertwines with the full cast of Sonic and his friends, including that mad genius, **Dr. Eggman**.

CHARACTERS

SHADOW



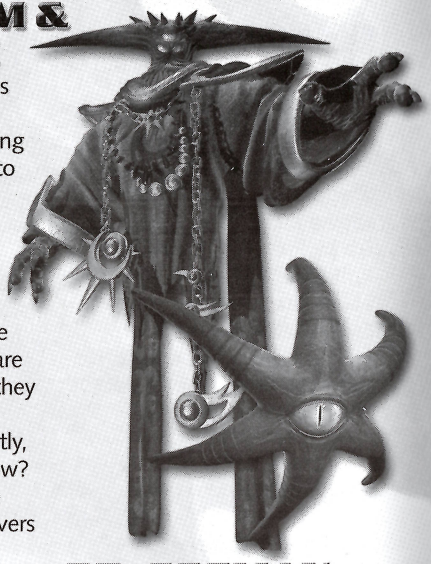
The black hedgehog who resembles Sonic. With his powerful body, he can easily rival Sonic's world class speed. Shadow was created as the Ultimate Life form in a secret lab by Professor Gerald Robotnik. Everything else about Shadow's past is a mystery. After risking his life to save the planet with Sonic, he suffers from amnesia, having no memories of his past.



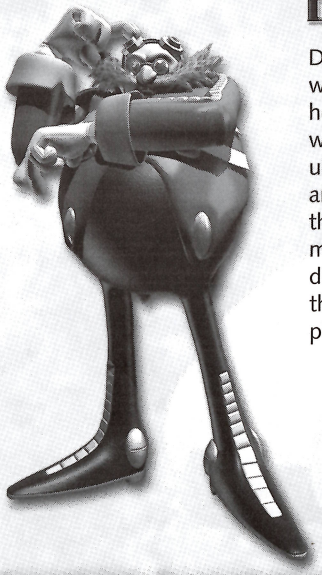
SONIC

The world's fastest hedgehog whose supersonic speed is second to none. He strives to live according to his own rules rather than for the sake of heroism or duty. Until now, he's been busy stopping Dr. Eggman's preposterous ambitions, but this time, he is motivated more than ever to take on the alien invaders, Black Arms.

BLACK DOOM & DOOM'S EYE

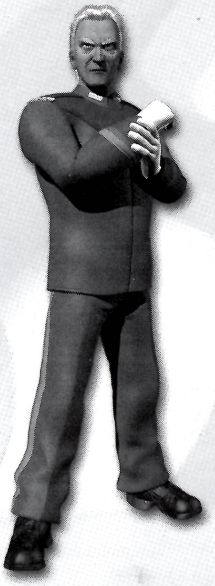


Black Arms, the mysterious alien army that suddenly appeared in the sky bringing darkness and destruction to the world. Black Doom is the leader who is in total control of the alien army; while Doom's Eye is Black Doom's third eye that helps guide Shadow to the Chaos Emeralds. Where are they from? And why are they searching for the Chaos Emeralds? More importantly, how do they know Shadow? Their dark purpose will be revealed as Shadow discovers his true identity.



DR. EGGMAN

Dr. Eggman is an evil scientist with an IQ of 300. As usual, he is plotting to take over the world and his plans for the ultimate utopia, Eggmanland, are in full swing. He considers the Black Arms, who rely on massive destruction to intimidate the world, a prime threat that could interrupt his master plans.



COMMANDER

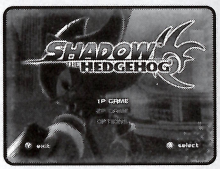
The highest-ranked commander of the GUN (Guardian Units of Nations) federation forces. With complete confidence and an iron will, he is the cornerstone of the force. He is known for his "heart of stone," and remains totally unshaken even as the Black Arms attacks the planet under his watch. For reasons known only to him, he harbors a deep hatred of Shadow. He is one of the few who knows the secret of Shadow's past.

PROF. GERALD ROBOTNIK & MARIA ROBOTNIK

Professor Gerald is a renowned scientist, regarded as the most intelligently-gifted researcher of all time. Maria is the professor's lovely granddaughter. Fifty years ago, his top-secret government project to create the Ultimate Life form was deemed too dangerous and a threat to mankind, and as a result, they eliminated everything related to the project, including the staff. Even Maria, who was like a sister to Shadow, fell victim to this conspiracy.

STARTING THE GAME

MAIN MENU



During the opening movie, press START/PAUSE to bring up the Title Menu, and use the Control Stick or + Control Pad ▲▼ to choose from the following modes.

- **1P Game** Single player mode
- **2P Game** Two player battle mode
- **Options** Change a variety of game settings

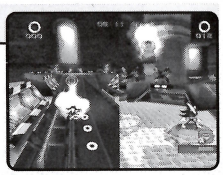
1P GAME

From the 1P Game menu, select from the following gameplay options.

- **Story Mode** (p.17)
  Play the game to reveal the truth about Shadow.

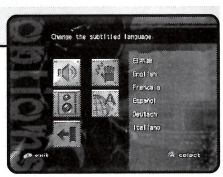
- **Select Mode** (p.25)
  Replay previously completed Stages to improve on your original scores. This option is not available until you complete the first Stage.

2P GAME



Split-screen battle mode for two players (p.26). A second controller is required for this game mode.

OPTIONS



Make changes to a variety of game settings as follows.

SOUND TEST
Listen to the soundtracks that you've already heard during gameplay.

AUDIO OUTPUT
Set audio output to Stereo, Monaural or Dolby Pro-logic II.

LOAD
Load your previously saved game file from a Memory Card. Once a file has been loaded, your progress will be saved automatically.

RUMBLE FEATURE SETTING
Set the Rumble Feature of the Controller ON/OFF.

SUBTITLE LANGUAGE
Set the language of subtitles to Japanese, English, French, Spanish, German, or Italian.

ENJOY THE GAME WITH DOLBY PRO LOGIC II

This game is partly presented in Dolby Pro Logic II. Connect the Nintendo GameCube™ to a surround system with Dolby Pro Logic II, and select "Dolby Pro Logic II" in the Options Screen of the game to experience the excitement of surround sound.

DOLBY PRO LOGIC II

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BASIC ACTIONS

Move — Control Stick

Move freely in any direction. Increasing the angle of the Control Stick makes Shadow run faster.

Jump — Ⓐ Button

Press the Ⓐ Button while running or standing still to jump in the air. Holding the button down longer will allow Shadow to reach greater height or distance. A variety of special jump actions can also be performed (see facing page).

Spin Dash — X Button

From a standing position, hold down the X Button to charge the Spin Dash, and release to spin away at high speed. Holding the button down longer will increase the speed and distance.

Attack — Ⓑ Button

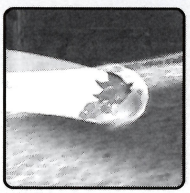
Approach an enemy or breakable Item and press the Ⓑ Button to Punch. If a Weapon is equipped, the Ⓑ Button will activate the Weapon. Attack style varies according to the Weapon equipped, so try to learn the behavior of each.

SPECIAL ACTIONS

Jump Dash

Jump ➠ Ⓐ Button

While Jumping, press the Ⓐ Button again to dash forward at high speed. Holding the button down longer will allow you to travel further.



Homing Attack

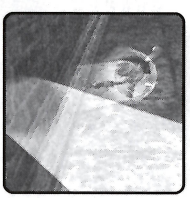
Jump near target ➠ Ⓐ Button

Jump near an enemy or breakable object and press the Ⓐ Button to home-in for a guaranteed hit. If other targets are nearby, press the Ⓐ Button again for a chain attack.

Triangle Jump

Homing Attack towards surface ➠ Ⓐ Button

Bounce between adjacent walls to get through areas where there is no ground. Using Jump Dash towards a wall will allow Shadow to keep his footing on the wall for a short time. Press the Ⓐ Button again before he drops to jump across and cling to the opposite surface.



Mid-Air Attack

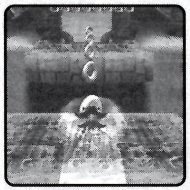
Jump ➠ Ⓑ Button

Press the Ⓑ Button while jumping to stop in mid-air and engage the equipped Weapon. You will remain in the same spot until you stop firing or ammunition is exhausted. The direction of fire can be controlled with the Control Stick.

Slide

Run ➡ X Button

After picking up speed, press the X Button to Slide under areas with a low clearance, and to attack enemies in your path. The direction of the Slide can be adjusted with the Control Stick.



Light Dash*

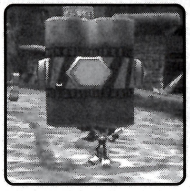
Approach path of Rings ➡ X Button

Allows Shadow to run at high speed along a path of rings, even in mid-air. Approach a path of Rings and press the X Button.

Dark Spin Dash*

Stand on Red Slime ➡ X Button

While standing on a pool of Red Slime, press the X Button to become absorbed into the pool allowing speedy transport along the path.



Pick up/Throw Item*

Approach Item ➡ X Button

Pick up a breakable Item or Bomb by approaching it and pressing the X Button. Press the X Button again to throw in the direction you're facing. Bombs will explode on impact damaging surrounding enemies.

Overturn*

Approach overturnable Item ➡ X Button

Some Items such as peeled away asphalt and trucks are too large to pick up, but can still be flipped over with effort from Shadow. Approach the Item and press the X Button. This can be useful for finding hidden Power-Up Items and Weapons, and can also be used for attacks.

Switch Weapon*

Approach Weapon while armed ➡ X Button

While Shadow is unarmed, Weapons are picked up automatically as he passes over them. To switch Weapons while armed, approach the Weapon and press the X Button. The previously armed Weapon will be left in its place.

Drop Weapon

Y Button

To drop the currently equipped Weapon, press the Y Button. This cannot be performed as Hero Shadow or Dark Shadow (p.17).

Commandeer Vehicle/Turret*

Approach Vehicle/Turret ➡ X Button

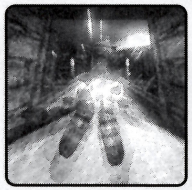
Depending on the Stage, a variety of Vehicles that can be driven and Turret Weapons that can be mounted and fired are available. Approach the Vehicle or Turret and press the X Button to take control. Press the X Button again to dismount. Controls vary depending on the Vehicle/Turret (p.21-22).

* Items are required to perform these moves. When an appropriate Item is at hand, an icon will appear in the Item Window at the lower right of the screen indicating the action's availability.

SPECIAL ACTIONS

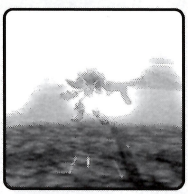
Chaos Control

Hero Shadow ➠ Y Button



As Hero Shadow (the Hero Gauge is full), use Chaos Control to manipulate time and fast-forward through the stage at breakneck speed until the gauge is empty. Items or operations necessary for the completion of your chosen Mission may be missed, so use with caution, and if necessary cancel the move by pressing the X Button. See p.17 for more information on Hero Shadow.

- During Boss battles, Chaos Control has the effect of slowing down time, giving Shadow the advantage.



Chaos Blast

Dark Shadow ➠ Y Button

As Dark Shadow (the Dark Gauge is full), use Chaos Blast to wipe out everything within a 20-yard range. The destructive discharge will not discriminate between Dark and Hero targets, so choose your timing carefully. See p.17 for more information on Dark Shadow.

Grind

Jump towards rail

Slide along beams, ropes, vines and other narrow rails. While Grinding, press the X Button to increase speed, the Ⓐ Button to jump, and the Ⓑ Button to attack.

Poles

Jump towards pole

Jump near a vertical or horizontal pole to take hold of it. With a vertical bar, move the Control Stick ▲ ▼ to climb and ◀ ▶ to rotate. With a horizontal bar, use ◀ ▶ to shuffle along it.

1P GAME

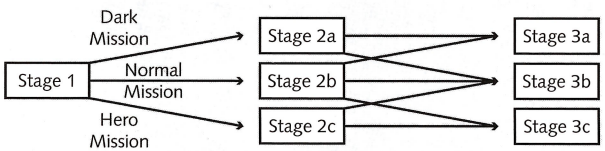
STORY MODE

Lead Shadow through a series of action Stages to reveal the story. Along the way, Shadow will encounter both Dark and Hero Mission Characters who will offer alternative Missions to complete. Depending on Mission choices, subsequent Stages and story development will vary considerably. Typical Missions are as follows:

Dark Mission	Incapacitate a specified number of GUN agents.
Normal Mission	Touch the Goal Ring at the end of the Stage.
Hero Mission	Incapacitate a specified number of Black Arms.

Access the Pause Menu, or use the + Control Pad ◀ ▼ ▶ to switch between Dark, Normal and Hero Missions. When a Dark or Hero Mission has been selected, the requesting Mission Character will travel with Shadow assisting and recommending actions in line with the Mission goals. Mission progress will also be displayed on the left or right side of the screen.

- Any Mission can be completed, even if a different Mission and Mission Character are selected.
- Depending on circumstances, it may become impossible to complete the selected Mission ("Mission Fail") and you will need to complete the Stage via other means.



SHADOW'S MIND SYSTEM

Depending on Shadow's behavior, it is possible to awaken Hero Shadow and Dark Shadow for a short period of time. During this time, the following special abilities become available.

- Chaos Control (Hero Shadow only)
- Chaos Blast (Dark Shadow only)
- Invincibility
- Unlimited ammunition

To awaken Hero Shadow and Dark Shadow, fill the Hero Gauge and Dark Gauge respectively. As time passes in that state, the gauge level will drop until it reaches zero and Shadow returns to normal. Use of Chaos Control and Chaos Blast will reduce the gauge levels significantly.

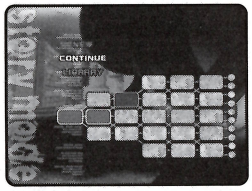
Note: Both Invincibility and Unlimited Ammunition are activated during Chaos Control or Chaos Blast.

The Hero Gauge is increased by performing heroic acts, and the Dark Gauge by dark deeds, as detailed below.

DARK GAUGE	HERO GAUGE
▮ Damaging GUN agents and machinery ▮ Damaging architecture or nature ▮ Breathing Dark Mist ▮ Reviving Black Arms or Dr. Eggman's machinery ▮ Touching Dark Energy Core items	▮ Damaging Black Arms or Eggman's machinery ▮ Smashing Black Arms' containers and poisonous plants ▮ Extinguishing fire sources ▮ Reviving GUN agents and machinery ▮ Touching Hero Energy Core items

STARTING THE GAME

From the Story Mode menu, use the Control Stick or + Control Pad ▲▼ to select from the following options.



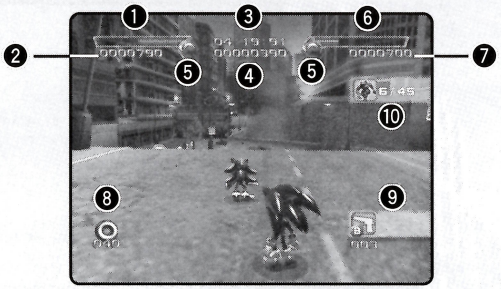
NEW
Start a new game from the beginning.

CONTINUE
Continue the game from where you last played.

LIBRARY
Review your plot summary of the cleared Stages.

- The first time you play, only **NEW** will be available.
- When you start a new game, any progress from a previous game will be lost.

VIEWING THE GAME SCREEN



❶ **Dark Gauge**
Increases through evil actions. Dark Shadow awakens when gauge is full.

❷ **Dark Score**
Points earned for evil actions.

❸ **Time**
Time elapsed since the beginning of the Stage.

❹ **Normal Score**
Points earned for normal actions such as speed and technical merit, Ring count, picked-up Items, etc..

❺ **Special Attack**
Displayed when Special Attack is available.

❻ **Hero Gauge**
Increases through good actions. Hero Shadow awakens when gauge is full.

❼ **Hero Score**
Points earned for good actions.

❽ **Ring Count**
The number of Rings collected. Rings protect Shadow from damage. If attacked, 10 Rings will be dropped. If attacked while no Rings are being carried, Shadow will lose a life.

❾ **Item Window**
Shows Weapons, Vehicles, and other Power-Ups, together with the buttons required to operate them. Remaining ammunition/ hits and the structural integrity of Vehicles are also displayed.

❿ **Target Window**
Shows the objective and current status of selected Mission. The left hand side is for Dark Missions, and the right for Hero Missions. These can be switched via the Pause screen (p.25) or the + Control Pad ◀▼▶.

ITEMS/OBJECTS

Around the game's environment you will find a wide variety of Items and objects that can help Shadow.

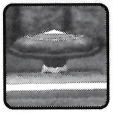
Hint Ring
Touch to receive advice from the Mission Character.

Item Box
Touch to receive a variety of Power-Up Items.

Container
Some can be broken open and may contain Weapons or other Items.

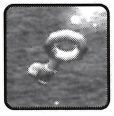
Special Weapon Container
Special Weapons are available from this container once you successfully unlock them.

Dash Panel
Touch one of these to instantly increase your speed.



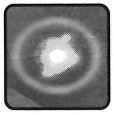
Spring
Allows Shadow to bounce high up to hard-to-reach areas.

Save Point
Touch to save your current progress. Lose a life and you will return to the last Save Point. You can also warp between Save Points.



Secret Key
Five are hidden in each Stage. Find all five to open a secret door. Secret Keys picked up are saved to your game file.

Goal Ring
Marks the end of the current Stage course.



Energy Core (red)
Breathe the red or blue Energy Core to increase your Dark and Hero Gauge respectively.

Heal Unit
Throw at a fallen GUN agent or Black Arms to revive them and increase your Hero and Dark Gauge respectively. Revived enemies will no longer attack you.

POWER-UP ITEMS

Rings
Ring count increases by 5, 10 or 20 Rings.

Invincible
Become invincible for a limited time.

Barrier (green)
Protects against enemy attacks one time only.

Magnetic Barrier (blue)
Barrier that draws in nearby Rings.

Heat Barrier (red)
Barrier that damages surrounding enemies.

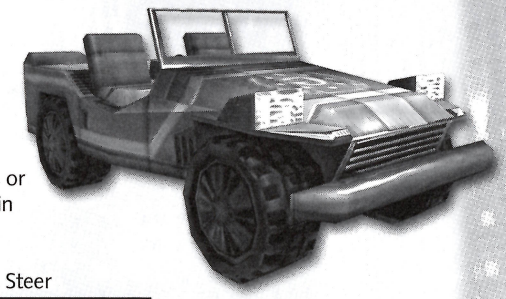
Damage Recover
Restores structural integrity to the Vehicle you're in command of.

1-Up
Earn an extra life.

VEHICLES

GUN Vehicle

Not as fast as Shadow, but an effective ground Vehicle to barge through any objects or enemies that stand in your way.

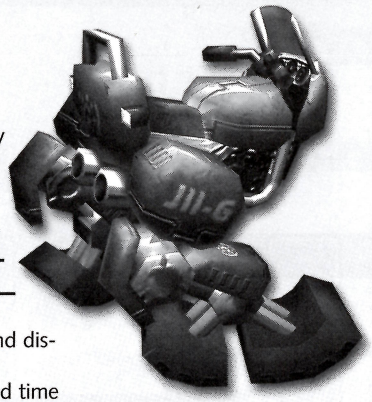


Control Stick ◀ ▶	Steer
Control Stick ▼	Brake/Reverse
Ⓐ Button	Accelerate
Ⓧ Button	Brake
Ⓑ Button	Attack

✪ Use the Control Stick without accelerating to move and steer in the reverse direction.

I Jump Vehicle

Two-legged GUN transport, developed for superior mobility above ground.



Control Stick	Move
Ⓐ Button	Jump
Ⓑ Button	Attack

- Hold the Ⓐ Button down longer for greater height and distance.
- Press the Ⓐ Button a second time while airborne to hover.

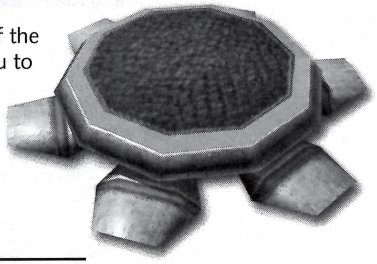
I Black Hawk

Winged dragons of the Black Arms. To ride on their back, the creature must be weakened and on the ground.

Control Stick	Steer
Ⓐ Button	Accelerate
Ⓑ Button	Attack

I Air Saucer

A small flotational Vehicle of the Black Arms which allows you to move across hazardous areas. A test drive may be necessary to master the control of this alien transportation device.



Control Stick	Steer
Ⓐ Button	Jump/Dbl Jump
Ⓑ Button	Attack

WEAPONS

There are five categories of Weapons available to maximize your offense. Different Weapons can be obtained from enemies you defeat or by breaking containers.

The equipped Weapon can be used until the shot counter reduces to zero. Pick up more of the same Weapon to increase the number of remaining shots/hits.

CLOSE COMBAT

Designed for face-to-face combat. Charge towards the enemy and press the Ⓑ Button to strike.

Street Sign

Black Sword

GUN

Shoot enemies from a distance (targets within range will be automatically targeted). Range and rapid fire capabilities vary by Weapon.

Pistol

Flash Shot

CANNON

Eliminate surrounding obstacles and enemies with an explosion. Use the target to aim and press the Ⓑ Button to fire.

Bazooka

Black Barrel

LOCK-ON

Unleash a homing attack on your enemies. Hold the Ⓑ Button and use the Control Stick to target and lock onto enemies, then release to fire. The number of enemies you can lock onto will vary by Weapon.

4-Shot RPG

Worm Shooter

LASER

Fire a powerful laser beam, capable of shooting through multiple objects and enemies.

Laser Rifle

Refractor

MISSION CLEAR

On completion of a Mission, the Mission Clear screen is displayed together with a breakdown of your score. The Total Score is calculated differently depending on the Mission as detailed below. With Dark and Hero Missions, you will get a higher score if your behavior is consistent with the Mission objectives.

The Normal Score represents points earned for normal actions such as speed and technical merit, Ring count and picked up Items. A Time Bonus is also awarded if you complete the Stage in under 10 minutes and 25 seconds. Quicker completion times yield a larger Time Bonus.

Dark Mission	Normal Mission	Hero Mission
Dark Score	—	Hero Score
− Hero Score	—	− Dark Score
+ Normal Score	Normal Score	+ Normal Score
+ Time Bonus	+ Time Bonus	+ Time Bonus
Total Score	**Total Score**	**Total Score**

A Rank from **A** to **E** is awarded depending on your Total Score.

STAGE BOSS

At the end of certain Stages, a Stage Boss will appear and must be defeated before you can progress to the next level. Bosses are stronger than regular enemies and will require more skill to overcome.

Most Bosses will need to be attacked in a specific way. They may have an obvious weak point, or can only be attacked at certain times while their defenses are open. Keep a close eye on the Boss Gauge in the lower portion of the screen to help determine which attacks are effective. The Boss is defeated when the Boss Gauge becomes empty.

Boss Gauge

PAUSE SCREEN

Press START/PAUSE during gameplay to display the Pause screen, navigated as follows:

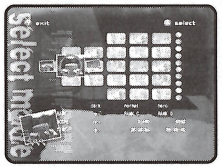
+ Control Pad ◀ ▶	Select and display available Mission objectives and Mission Character
+ Control Pad ▲ ▼	Select from the Pause menu detailed below
START/PAUSE Ⓐ Button	Confirm selection
Ⓨ Button	Check story route. Press again to return to the main Pause screen.

Pause Menu

Resume	Resume the game from where you left off with the selected Mission and Mission Character
Restart	Restart from the beginning of the current Stage
Quit	Finish the game and return to the 1P Game menu

SELECT MODE

In Select Mode, you can replay any Action Stage previously cleared as many times as you like. This is ideal for players wishing to improve their Score and Rank, race against the clock, or pick up all the Secret Keys.

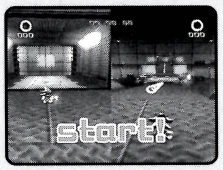


From the Select Mode screen, use the Control Stick or + Control Pad to choose a Stage from those available, and display a simple breakdown of the highest Rank for each Mission type and the number of Secret Keys obtained. Press the Ⓐ Button to display a more detailed breakdown of the Scores. Finally, press the Ⓐ Button again to begin the Stage, or the Ⓑ Button to return to the Select Mode screen.

- When the Stage has been completed, your results will be recorded to the game file, then, returning you to the 1P Game menu.

2P GAME

This is a split-screen battle mode for 2 players. Each player controls a Shadow Android, and can use any Weapons and techniques at their disposal to defeat their opponent in one-on-one combat. A second controller is required for this game mode.



CHARACTER AND STAGE SELECT

On selecting 2P Game from the Title menu, the Battle Mode menu will be displayed. Here you can choose your player characters and the battle type.

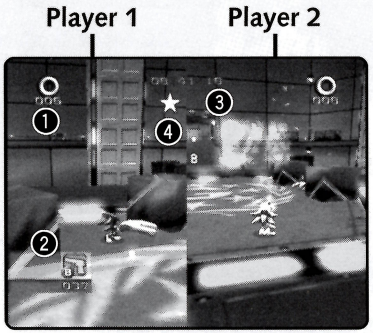
To choose a character, each player can use the Control Stick or + Control Pad ▲▼◀▶ on their own controller to choose from the various Shadow Androids available.

To choose a battle type, either player can use the Control Stick or + Control Pad ▲▼ to select between a 1-Stage and a 3-Stage battle. With 1-Stage, you will be asked to choose a location, and then battle until a player wins, or the time limit is exceeded. With 3-Stage, a location is chosen at random, and battles will continually restart at a new location until a player wins two fights in a row.

GAME RULES

- With the exception of Special Actions (Chaos Control and Chaos Blast) controls are the same as for Story Mode.
- Each player starts from a different area on the game field with zero Rings.
- The game ends when one player sustains damage via any means while holding no Rings. The remaining player is the winner.
- If a player falls to their doom, the game will restart from its original condition.
- If the time limit (10 minutes) is exceeded, the player with the most Rings is the winner.

VIEWING THE GAME SCREEN



❶ **Player 1's Rings**

❷ **Player 1's Item Window**
This display is the same as for Story mode (p.19).

❸ **Time Remaining**
Time limit is 10 minutes at the start of the game.

❹ **Player 1's Wins (star mark)**
The number of times the player has won.

CONTINUE?

When the game is over, the "Continue?" screen will be displayed. Select "Yes" to begin a new battle in the same location for 1-Stage, and a different location for 3-Stage, or "No" to return to the 2P Game menu.

CREDITS

Producer
Yuji Naka

Director/Lead Game Designer
Takashi Iizuka

Game Designers
Hirono Sato
Asahiko Kikuchi
Yu Ohmura
Eitaro Toyoda

Art Director
Kazuyuki Hoshino

Field Art Director
Hiroshi Nishiyama

Field Artists
Michikazu Tamamura
Hiroshi Kanazawa
Takahiro Kudo

Artists
Daizo Kinoshita
Soosa Kim
Ai Ikeda
Elena Macomber
Brad Wagner
Nobuhiko Honda

Motion Designer
Atsushi Saito

Event Scene Director
Shun Miyanaga

Lead Programmer
Takeshi Sakakibara

Senior Programmers
Mitsuru Takahashi
Tomoyuki Naito
Outa Sano

Programmers
Masato Nakazawa
Satoru Takeshima
Motoyoshi Sato
Kazuyuki Okada

CG Movie Producer
Keith Palmer

CG Movie Production
Blur Studio Inc.

Movie Encode
CRI Middleware Co., LTD.

Sound Director
Jun Senoue

Vocal Songs
Crush 40
POWERMAN 5000
JULIEN-K
A2
MAGNA-FI

Sound Production
delfisound inc.
Attic Arcade Inc.
Remix Factory

English Character Voices
Jason Griffith
Sean Schemmel
Amy Palant
Dan Green
Kathleen Delaney
Lisa Ortiz
Carter Cathcart
David Wills
Amy Birnbaum
Rebecca Honig
Marc Thompson
Maddie Blaustein
Bella Hudson
Andrew Rannells
Mike Pollock

Voice Recording Production
4Kids Entertainment, Inc.

Development Support
Shiro Maekawa
Makoto Hirata

SEGA CORPORATION (JAPAN)

President
Hisao Oguchi

Consumer Division
Hideki Okamura
Masanao Maeda
Hiroyuki Miyazaki

Marketing
Takeshi Shimizu
Yasushi Yamashita

Public Relations
Kenichi Hashimoto
Yasushi Nagumo

Sales Promotion
Hitoshi Kurosawa

International Business & PD
Yukiko Kato
Shiko Sakai
Tatsuyuki Miyazaki

Retail Sales Manager
Toru Yasuda
Tomohiko Hayashi

Customer Relationship Management
Masahiro Ozeki
Reo Wakabayashi

Test Department
Junichi Shimizu
Akira Nishikawa
Hiroyuki Miyano
Akinobu Koechi

Quality Control Department
Kazuhiko Morii
Yuji Nakamuara

Package & Manual Production
Yoshihiro Sakuta
Hisakazu Nakagawa
Masaru Kobayashi
Takashi Nishimura
Colin Restall
Tetsuya Honda

SEGA OF AMERICA

CEO
Naoya Tsurumi

President/COO
Simon Jeffery

VP of Product Development
Bill Petro

Director of Localization and Quality Assurance
Osamu Shibamiya

Localization Producer
Kevin Frane

VP of Entertainment Marketing
Scott Steinberg

Senior Brand Manager
Don Mesa

Assistant Product Manager
Yosuke Moriya

Creative Services Manager
Chris Mowry

Public Relations Manager
Erica Rogers

QA Project Lead
Shawn Dobbins

Assistant QA Project Lead
Josh Pfeiffer

CREDITS

SEGA EUROPE

CEO
Naoya Tsurumi

President/COO
Mike Hayes

Creative Director
Matthew Woodley

Director of European Marketing
Gary Knight

Head of Brand Marketing
Helen Nicholas

European PR Manager
Lynn Daniel

Assistant Brand Manager
Claire Brummell

International Brand Manager
Ben Chalmers-Stevens

Development Director
Gary Dunn

Localisation Producer
Akiko Uchida

Localisation Team
Daniela Kaynert
Brigitte Nadesan
Marta Lois Gonzalez
Giuseppe Rizzo

QA Manager
Mark Le Breton

QA Supervisor
Darius Sadeghian

QA Team Lead
Julie Metior

SPECIAL THANKS

Toshitsugu Kanari
Tomomi Silverman
Miyuki Friedman
Akinori Nishiyama
Yuji Uekawa
Masanobu Yamamoto
Ami Blaire
Teri Higgins
Klayton Vorlick
Demetrius Griffin
Levinger Sonja
Hiroki Hayashi (ESP guitars)
Michelle Silberman (LINE 6)
Scott Uchida (Jim Dunlop)

Executive Producer
Hisao Oguchi

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